

To Achieve Abstraction

# Abstraction

**Abstract Class**

**Interface**

# Interface

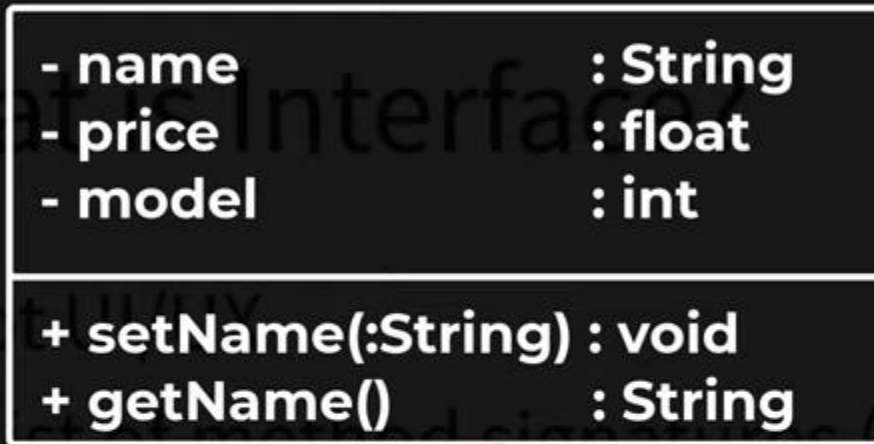
## What is Interface?

- Not UI/UX
- A list of method signatures (abstract methods)
- Contract
- The interface is the only mechanism that allows achieving **multiple inheritance** in java.
- Class **implements 1:M interface. Does not extend.**
- Interface can achieve polymorphism

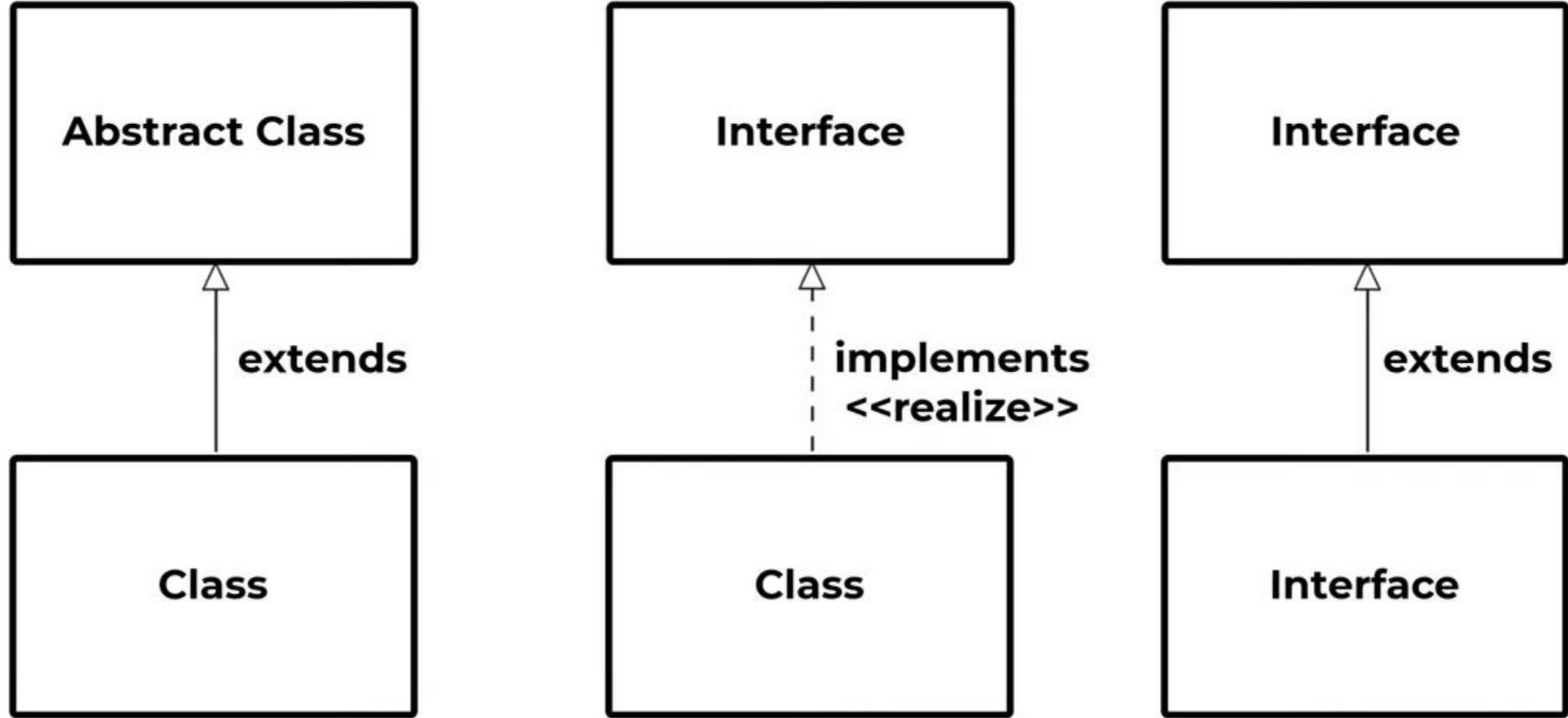
# Interface

ClassCar1

ClassCar2



# Interface



# Interface

**Realization:** is a relationship between the **blueprint class** and the **object** containing its respective implementation level details.



Class

extends

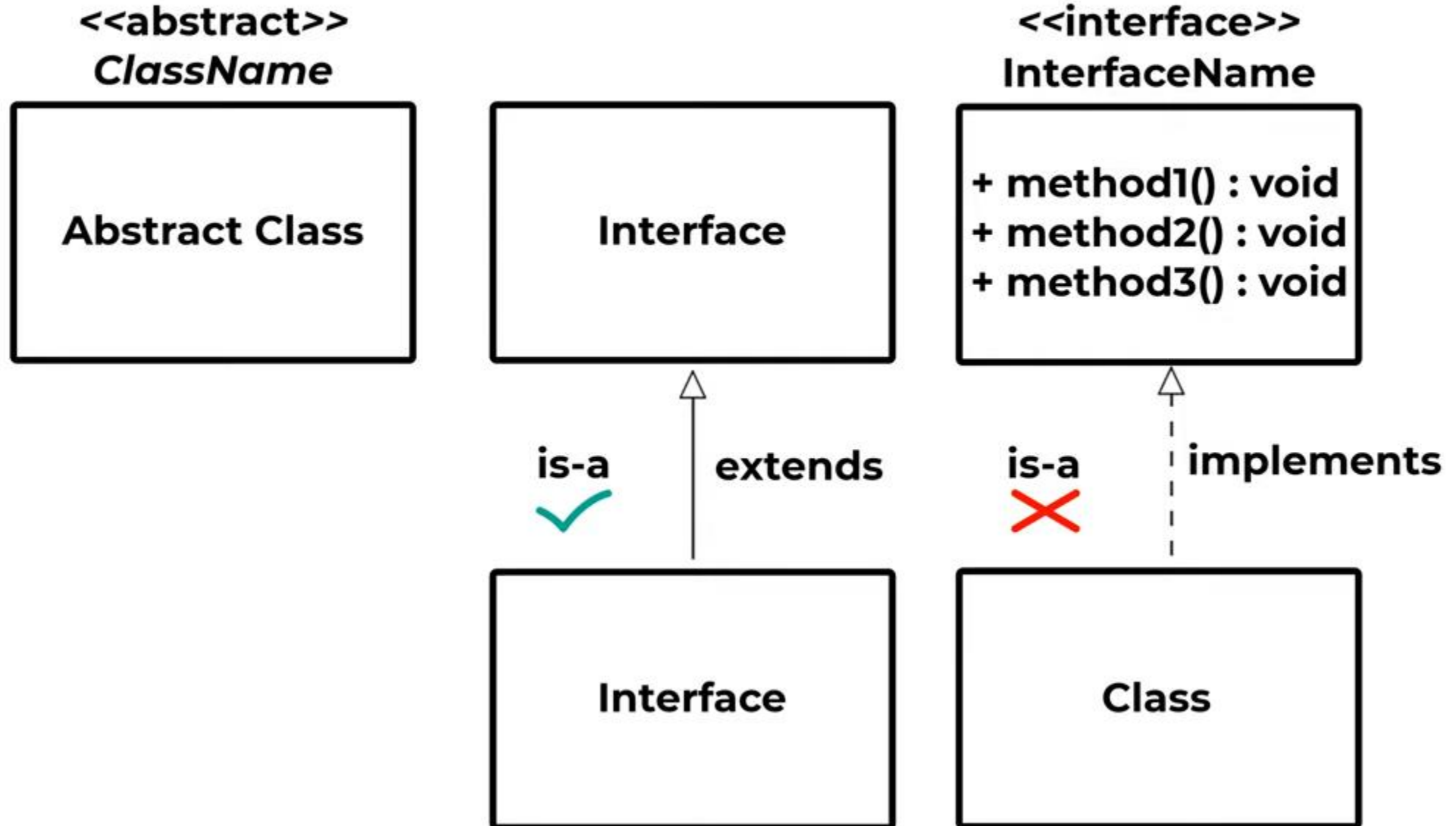


implements  
<<realize>>

extends

In other words, you can understand this as the relationship between the **interface** and the **implementing class**.

# Interface



# Interface

## Declaration

```
public abstract class ClassName{ }  
public interface InterfaceName{ }
```

# Interface

Declaration

```
public interface InterfaceName{
```

```
    void method1();  
    void method2();  
    void method3();
```

```
}
```

```
public class ClassName implements InterfaceName{
```

```
    @Override  
    void method1() {..}
```

```
    @Override  
    void method2(){..}
```

```
    @Override  
    void method3(){..}
```

```
}
```



# Interface

Automotive Manufacturing Software

**Movable**  
**CanMove**



the convention of giving a name to interface

# Interface

Automotive Manufacturing Software

interface behind the scene

## Movable

```
int maxSpeed = 250;  
void move();
```

What you declare

```
public static final int maxSpeed = 250;  
public abstract void move();
```

What the compiler sees

# Interface

## Which Java Types Can Implement Interfaces?

- Java Class
- Java Abstract Class
- Java Nested Class
- Java Enum
- Java Dynamic Proxy

# **Interface**

**Interface does not have constructors**

# Interface

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**<<interface>>**

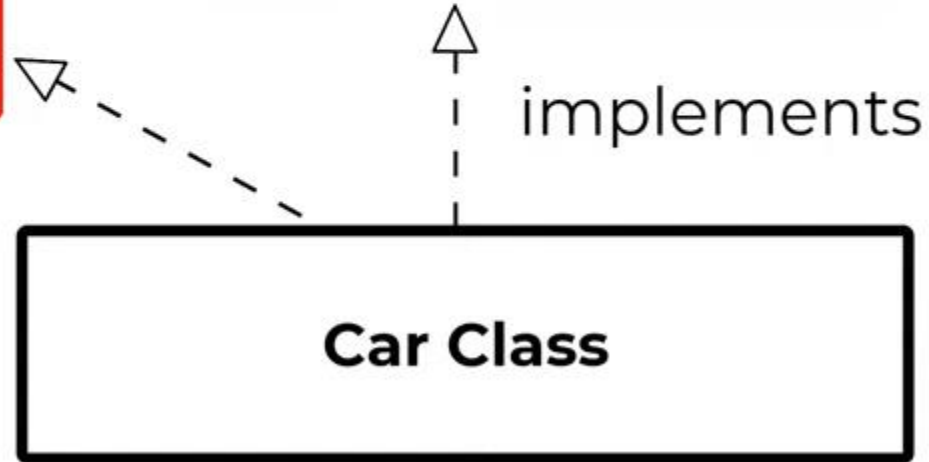
**Movable**

```
+ moveUp( )      :void  
+ moveDown( )    :void  
+ moveLeft( )    :void  
+ moveRight( )   :void
```

**<<interface>>**

**SelfDrivable**

```
+ destination (String): void  
+ drive ( )          : void
```



Implements Multiple interfaces

# Interface

Automotive Manufacturing Software

<<interface>>

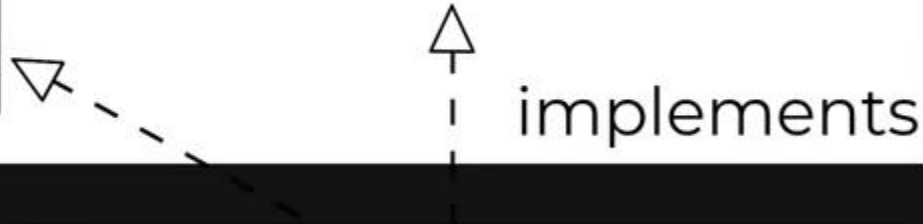
**Movable**

+ moveUp( ) :void  
+ moveDown( ) :void  
+ moveLeft( ) :void  
+ moveRight( ) :void

<<interface>>

**SelfDrivable**

+ destination (String): void  
+ drive ( ) : void



**class Car implements Movable, SelfDrivable**

Interface can extend an interface,

and can also extend multiple interfaces

# Interface

**SelfDrivable**

**+ destination (String): void**  
**+ drive ( ) : void**



extends

**Movable**

**+ moveUp( ) :void**  
**+ moveDown( ) :void**  
**+ moveLeft( ) :void**  
**+ moveRight( ) :void**



implements

class Car **implements** Movable

**Car Class**



